[0087] **(Amended)** To determine if the execution server **10** is in the proper operating mode, the debugging controller **19** first determines what mode the execution server **10** has requested (Step 104). The debugging controller **19** determines the requested mode by checking which button **33** or **35** (in Figure 2) is toggled. Next, the debugging controller **19** determines the current operating mode of the execution server **10** (Step 105). If the current execution mode and the requested mode are the same (Step 106), the debugging controller **19** forwards the HTTP request to the execution server **10** (step 108). If the current execution mode and the requested mode are not the same (Step 106), the debugging controller **19** switches to the requested mode (Step 107). The debugging controller **19** uses the server integration plugin to turn on or off the debugger (depending on the mode required) using proprietary methods. Once this has been completed the IDE **6** forwards the HTTP request to the execution server (Step 108).

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IN THE ABSTRACT:

Please amend the Abstract as follows. Marked–up copies of the amended portions of the Abstract are provided in Appendix C:

A system for monitoring HTTP transactions between a server and a client, including a data collector which runs on the server and collects data from HTTP requests sent by the client to the server and data from HTTP responses sent by the server to the client, a debugging controller which controls an execution mode of the server, a graphical display which displays the collected data and through which replay requests are sent to the server, each replay request specifying a prior HTTP request to be interpreted by the server, and a request player which runs on the server and modifies each replay request with a portion of the collected data associated with the prior HTTP request to be interpreted by the server.

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